

**REMARKS**

This is in full and timely response the non-final Office Action mailed on May 19, 2005. Reexamination in light of the following remarks is respectfully requested.

Claims 1-7 are currently pending in this application, with claims 1, 6 and 7 being independent. *No new matter has been added.*

**Specification objection**

In response to the specification objection, the specification has been amended in the manner requested. Appreciation is expressed for this helpful suggestion.

Withdrawal of this objection is respectfully requested.

**Rejection under 35 U.S.C. §102**

Claims 1-7 were rejection under 35 U.S.C. §102 as allegedly being anticipated by U.S. Patent No. 6,835,135 to Silverbrook et al. (Silverbrook).

At least for the following reasons, if the allowance of the claims is not forthcoming at the very least and a new ground of rejection made, then a *new non-final Office Action* is respectfully requested.

This rejection is traversed at least for the following reasons.

**Claim 1** - Claim 1 is comprised of the following means:

character data storage means for storing data character data consisting of data on said character appearing in the game;

character data extraction means for extracting said specified character data from said character data storage means;

character layout information input means for inputting card layout information specifying the card layout,

said card layout here indicating a card layout for said character shown in said character data extracted by said character data extraction means;

card display image information generation means for generating card display image information showing a card display image where said character is positioned,

said character here indicating a character shown in said character data extracted by said character data extraction means according to said layout information input by said card layout information input means; and

card display image information output means for outputting card display image information generated by the card display image information generation means to a printer.

**Claim 6** - Claim 6 is comprised the following processes:

a process to store character data consisting of data on said character appearing in the game, character data storage means storing said character data;

a process to extract said specified character data from said character data storage means;

a process to input card layout information specifying the card layout for said character shown in said extracted character data;

a process to generate card display image information showing the card display image placed with said character shown in said extracted character data, according to said input card layout information; and

a process to output said generated card display image information to a printer.

**Claim 7** - Within claim 7, said program on said medium executes the functions of:

storing character data consisting of data on said character appearing in the game, character data storage means storing said character data;

extracting said specified character data from said character data storage means;

inputting card layout information specifying the card layout for said character shown in said extracted character data;

generating card display image information showing the card display image placed with said character shown in said extracted character data, according to said input card layout information; and

outputting said generated card display image information to a printer.

“A claim is anticipated only if each and every element as set forth in the claim is found, either expressly or inherently described, in a single prior art reference.” *Verdegaal Bros. v. Union Oil Co. of California*, 2 USPQ2d 1051, 1053 (Fed. Cir. 1987).

Silverbrook arguably teaches a video gaming console wherein a processor 51 utilizes memory 52 for standard video game functions and interacts with a print controller chip 53 (Silverbrook at column 2, lines 63-64).

Silverbrook arguably teaches a video game system enabling print on demand cards 56 (Silverbrook at column 3, lines 61-63).

Silverbrook arguably teaches that the brag cards can be personalised with the game players name, score, chosen character, accumulated wealth or objects, etc. (Silverbrook at column 3 line 67 to column 4, line 2).

Nevertheless, Silverbrook fails to disclose, teach or suggest the extraction of specified character data from the memory 52. Instead, Silverbrook arguably teaches that the cards could also include a photographic likeness where the video game arrangement includes *an optional image sensor 55* (Silverbrook at column 4, lines 3-5).

As a result, Silverbrook fails to disclose, teach or suggest:

- character data extraction means for extracting said specified character data from said character data storage means, of claim 1;
- a process to extract said specified character data from said character data storage means, of claim 6; and
- extracting said specified character data from said character data storage means, of claim 7.

Each and every element as set forth in the claims is not found, either expressly or inherently described, within Silverbrook.

Withdrawal of this rejection and allowance of the claims is respectfully requested.

### **Conclusion**

For the foregoing reasons, all the claims now pending in the present application are allowable, and the present application is in condition for allowance. Accordingly, favorable reexamination and reconsideration of the application in light of the amendments and remarks is courteously solicited.

If the Examiner has any comments or suggestions that could place this application in even better form, the Examiner is requested to telephone Brian K. Dutton, Reg. No. 47,255, at 202-955-8753, or the undersigned attorney.

If any fee is required or any overpayment made, the Commissioner is hereby authorized to charge the fee or credit the overpayment to Deposit Account # 18-0013.

Dated: September 19, 2005

Respectfully submitted,

By \_\_\_\_\_

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